



Wizard 1
CLASS & LEVEL

Wood Elf
RACE/ANCESTRY/HERITAGE

Sage
BACKGROUND

STR
+0
10

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE
12 +2 35 ft.

SPEED

SAVING THROWS

+0 Strength Saves
+2 Dexterity Saves
+2 Constitution Saves
+4 Intelligence Saves *
+3 Wisdom Saves *
-1 Charisma Saves
* *Prof. bonus added*

DEX
+2
15

CON
+2
14

INT
+2
15

WIS
+1
13

CHA
-1
8

Armor Worn: none

HIT POINTS HIT DICE
8 1d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit. *Hit:* 1d8+2 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

Ray Of Frost Cantrip. *Ranged Spell Attack:* +4 to hit, targets one creature or object within 60 ft. range. *Hit:* 1d8 cold damage and target's speed reduced by 10 feet for one round.

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Former librarian. Loves to watch things burn.
- **Ideal:** Knowledge is power.
- **Bond:** Wrote controversial work.
- **Flaw:** Uses unverified sources.

PROFICIENCIES & LANGUAGE

Armor: none

Weapons: dagger, dart, light crossbow, longbow, longsword, quarterstaff, shortbow, shortsword, sling

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Investigation, Medicine, Perception

Languages: Common, Elvish, Orc, Draconic

RACE

Wood Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 116 years old
- Medium Size (4' 11", 125 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

CLASS

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain 1 spell slot after short rest once per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Dancing Lights, Light, Ray of Frost*

Prepared Spells

1st Level (2 slots): *Mage Armor, Protection from Evil and Good, Detect Magic*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, light crossbow and 20 bolts, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 10 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 10 gold pieces (gp); 67 silver pieces (sp); 45 copper pieces (cp); 3 gems (worth 10 gp each)